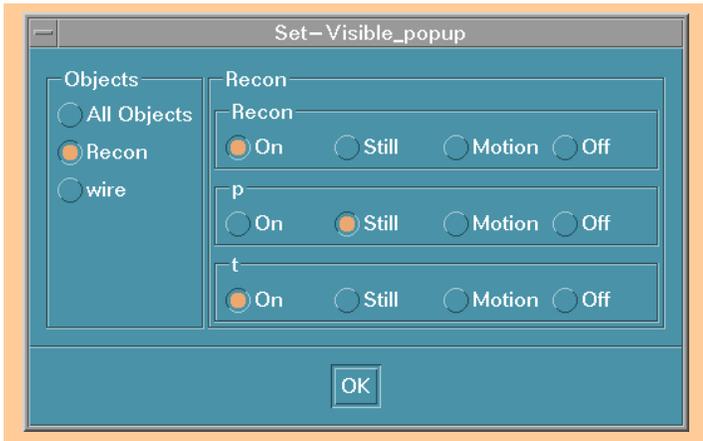


You can modify the visibility of objects.

Options are:

- Always visible. This is the default.
- Visible only when the view is not being modified. Useful when item takes a long time to draw.
- Visible only when the view is being modified. Can be used to show a fast alternate representation of an item that takes a long time to draw.
- Never visible. User may define lots of items but only examine one at a time.

You can control all objects, an individual object, or items within an object.



Points and tracks can be assigned to a color index. The colors can be interactively modified. Color sets can be saved for later use.

It is sometimes useful to choose distinct colors, such as when you are looking for a few suspicious points or tracks or when you want a picked point or track to stand out.

Sometimes you want to use a color ramp to show subtle analog variations. This is useful when individual tracks or points are not important. One example is indicating where particles of different momenta are created in space-time.

